

Amendments to the Specification

Please replace paragraph [0005] with the following amended paragraph:

[0005] One example where areas with uniformly changing color can usually be observed is in the gradient backgrounds of color business presentation slides. These areas of uniformly changing color are called sweeps and are constructed in the three-dimensional color space as a line during the construction of the synthetic graphics. A sweep is constructed by a mathematical formula to cause adjacent pixels to change color in a smooth, ~~predicable~~ predictable way. For example, one can use linear interpolation of two colors specified for the sweep and render the original image by plotting pixels of interpolated colors such that neighboring spatial regions are rendered with colors from neighboring color regions. One can contemplate other mathematical descriptions of curves that achieve like effects. If such a document is printed or scanned, the sweeps do not exactly contain the colors on the line due to halftone noise introduced. If a reproduction system can correctly identify and segment the sweep areas in an image, the original sweeps can be reconstructed in the color space and rendered. The sweeps thus rendered will be very smooth and the noise introduced by the halftone will not be reproduced. Secondly, if the extreme colors of the sweep can be automatically identified, the coloring schemes can be tailored to maximize the smoothness as well as contrast and differentiation among colors to render business graphics documents.